

21-11-14

(3 Hours)

[Total Marks : 100]

N. B. : (1) Question No. 1 is **compulsory**.

(2) Solve any **four** questions from remaining **six** questions.

1. (A) Explain Game design principles. 5
(b) Explain Hardware abstraction. 5
(c) What are Research goals ? 5
(d) Explain Game development issues. 5
2. (A) Explain Game design process. 10
(B) Which are the core groups involved in software factory ? Explain. 10
3. (A) Explain Architectural Styles. 10
(B) Explain various Aspects, Bugs and errors of game. 10
4. (A) Explain smart pointers with examples. 10
(B) Explain seven golden principles. 10
5. (A) What are the game development tools and platforms to deploy game ? 10
(B) What is Source Control ? Explain functions provided by Source Control. 10
6. (A) Explain basic mouse Interaction methods and user controls. 10
(B) Explain steps in Game Loop. 10
7. Solve any **four** from following :— 20
 - (a) Sprites.
 - (b) Scene Graph.
 - (c) Get Message.
 - (d) Resource File builders.
 - (e) Direct Draw objects.